The mission is impossible, and the death of your landing party, almost guaranteed. Space Command knew that when they planned the mission...and you all knew it when you volunteered.

Spend a few minutes going around the table, adding details about the mission...where is it, what's the objective, what opposition will you face. You're all Players, but you're also all GMs… act like both! Once you're ready, beam down to the planet, and get to work. Take turns narrating, the rest of you GM for each other. You describe what you're doing, they describe the results… turn to dice when you need them.

When dice decide your fate, roll 2d6. 2 EVENs are a marginal success, 1 EVEN + 1 ODD means you a succeed, but at a cost, 2 ODDS are a catastrophic failure (there are no non-catastrophic failures).

Eventually, you'll pull yourself through and accomplish the mission. Or die horribly trying, that's possible too. Either way, enjoy the story, get wacky, and have fun!

Story Ideas (roll d6):

1-enemy fortress in a deadly jungle	4-steal advanced prototype ship
2-hidden base in a volcano	5-investigate a newly discovered species
3-rescue the LAST landing party	6-infiltrate a galactic concert